The DACE Desktop



An Information and Opinion Exchange Newsletter

Mar/Apr 1994 A Bi-Monthly Publication of the Diablo Valley Atari Computer Enthusiasts Issue V.2

April's Meeting Changed!

The April meeting will be held on

Tuesday April 5th.

We will meet at Mary's Pizza Shack in Pleasant Hill.

Details Inside.

FEATURES

DEPARTMENTS

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Daniel A. Galant
Dave Glowacki
Nathan Potechin

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If you have and feedback, comments, or suggestions, please feel free to contact the editor or any of the officers listed herein.

DACE is an informal association of Atari computer owners formed to further expand the potential of the Atari lines by exchanging information and mutual assistance.

DACE is a non-profit organization and not affiliated with Atari Corporation. We support all present and future Atari computers.

Membership is $30/per year and entitles you to receive this newsletter, AtariUser, discounts on raffles, Disks of the Month and participation in the DACE Marque program.

For further information please contact Daniel A. Galant at (510) 689-8256.

The Editor Speaks

Welcome to yet another edition of the DACE Desktop. This time let me start by telling you that our April meeting will not be held at the usual time or place. This is not an April Fools joke so please pay attention!

The Contra Costa Water District actually needed their own meeting room this month so we have been preempted. In an effort to find an alternative site, I contacted a local establishment to try and procure their meeting room. Well, as it turned out, they were also booked on Thursday but the room was available on Tuesday. After a brief discussion with some of the other board members, (I called Larry) it was agreed that we would move the meeting day this time.

Therefore, the April meeting will be held on the first Tuesday of April, that's the 5th, and we shall meet at Mary's Pizza Shack in their back room. Mary's is located at 1420 Contra Costa Bl. in Pleasant Hill. It's just south of Sun Valley Mall. Their phone number is 356–2797 if you want directions. Since this is a restaurant, you will be able to buy food and drink so bring money and an appetite. A note to Jack—I don't think we'll be needing the TV so don't worry about packing it up. Just bring yourself and relax.

In other news, a new game has been released for the Jaguar; Tempus 2000. I used to dump quarters into this one at the arcades. It was shown at the Sac Expo and might just cause me to run out and get one of these machines after all.

Till next time...

The President's Page

by Daniel A. Galant

Hello from the top. They say it's lonely up here, and well, sometimes I do think they're right. Whoever they are. The Sacramento Expo is over and done and I must admit that even though it was smaller than last years show, (in attendance, not floor space) it was still a lot of fun. The show provided a good place for Atari folks from all over to get together and swap ideas, gossip, hints and friendly advise. There was plenty of the latter to be had by the way.

I'd like to extend my many thanks to Larry Mangum, Sam Pitluck and John Dickerson for helping out at our booth. Having extra bodies allowed all of us to be able to wander around and take in the show. A big thanks goes to Arlyn Morgan who not only was there for both days, but brought his Falcon and a cooler full of soda. If you had been there and tasted the stuff that was available, you'd know what a life saver that was!

When I wasn't at our booth playing on my TT, I was walking around looking at what might be new. I did find a few items and some of them looked real nice. Several upgrades are coming for some of our old favorites like NeoDesk and Diamond Back. Papyrus, another word processor, will be coming to market soon as well as an 8-bit emulator for PCs. Compo Software had That's Write 3, a word processor that actually worked well on my system, so I picked it up. It's nice to be able to type docs again without having to reset my computer.

All the vendors were quite friendly and helpful. Had a question or a problem with software that wasn't working right for you? Well find the fellow who put it out and ask them, then sit down while they explained it to you.

I had been having all sorts of trouble with Geneva. I went over to the Gribnif booth, shang-hied Dan and sat him at my computer. I'm happy to say I'm now using Geneva and things are looking better all the time.

I was sad to see what I considered to be a sore lack of attendance. This years Expo had twice the floor space allocated to it and STAR did a wonderful job of putting it all together. They really should be comended for the work they did. It's hard to say if there will be another one next year, I hope so. And if so, let's hope that more people will take advantage of a wonderful opportunity to get the help and information they can use to make better use of their investment.

Here's hoping ...

A Guide to Computer Viruses

Adam and Eve Virus: Takes a couple of bytes out of your Apple.

Airline Virus: You're in Dallas, but your data is in Singapore.

Freudian Virus: Your computer becomes obsessed with marrying its own motherboard.

Arnold Schwarzenegger Virus: Terminates and stays resident. It'll be back.

AT&T Virus: Every three minutes it tells you what great service you are getting.

Chicago Cubs Virus: Your PC makes frequent mistakes and comes in last in the reviews, but you still love it.

Cleveland Indians Virus: Makes your 486/50 machine perform like a 286/AT.

Congressional Virus: The computer locks up, screen splits erratically with a message appearing on each half blaming the other side for the problem.

Congressional Virus #2: Runs every program on the hard drive simultaneously, but doesnt allow the user to accomplish anything.

Dan Qauyle Virus: Prevents your system from spawning any child process without joining into a binary network.

Dan Quayle Virus #2: Their is sumthing rong wit your komputer, ewe jsut cant figyour out watt!

Elvis Virus: Your computer gets fat, slow and lazy, then self destructs; only to resurface at shopping malls and service stations across rural America.

Federal Bureaucrat Virus: Divides your hard disk into hundreds of little units, each of which does practically nothing, but all of which claim to be the most important part of your computer.

Gallup Virus: Sixty percent of the PCs infected will lose 38 percent of their data 14 percent of the time (plus or minus a 3.5 percent margin of error.)

George Bush Virus: It starts by boldly stating, "Read my docs...No new files!" on the screen. It proceeds to fill up all the free space on your hard drive with new files, then blames it on the Congressional Virus.

Government Economist Virus: Nothing works, but all your diagnostic software says everything is fine.

Health Care Virus: Tests your system for a day, finds nothing wrong, and sends you a bill for $4,500.

Imelda Marcos Virus: Sings you a song (slightly off key) on boot up, then subtracts money from your Quicken account and spends it all on expensive shoes it purchases through Prodigy.

Jimmy Hoffa Virus: Your programs can never be found again.

Kevorkian Virus: Helps your computer shut down as an act of mercy.

Mario Cuomo Virus: It would be a great virus, but it refuses to run.

MCI Virus: Every three minutes it reminds you that you're paying too much for the AT&T virus.

New World Order Virus: Probably harmless, but it makes a lot of people really mad just thinking about it.

Nike Virus: Just does it.

Ollie North Virus: Causes your printer to become a paper shredder.

Oprah Winfrey Virus: Your 200MB hard drive suddenly shrinks to 80MB, and then slowly expands back to 200MB.

Paul Revere Virus: This revolutionary virus does not horse around. It warns you of impending hard disk attack—once if by LAN, twice if by C:>.

PBS Virus: Your programs stop every few minutes to ask for money.

Politically Correct Virus: Never calls itself a "virus", but instead refers to itself as an "electronic microorganism."

Right to Life Virus: Won't allow you to delete a file, regardless of how old it is. If you attempt to erase a file, it requires you to first see a counsellor about possible alternatives.

Ross Perot Virus: Activates every component in your system, just before the whole damn thing quits.

Star Trek Virus: Invades your system in places where no virus has gone before.

Ted Turner Virus: Colorizes your monochrome monitor.

Terry Randle Virus: Prints "Oh no you don't" whenever you choose "Abort" from the "Abort" "Retry" "Fail" message.

Texas Virus: Makes sure that it's bigger than any other file.

Tempest 2000

JAGUAR

Reprinted from
AEO – Volume 3
Issue 5

by Dave Glowacki

They've done it. With the release of Tempest 2000, Atari has finally delivered the goods Jaguar owners have been waiting for. Sure, Cybermorph beat Starfox hands-down and Raiden is an almost identical arcade port, but each of these games has its own share of flaws. I suppose you could say what Jag owners have been waiting for is a game that is addictive, undoubtedly 64-bits, and – more or less – perfect.

Well Jag owners, the wait is over. While it may not be absolutely "perfect," Tempest 2000 (T2K) comes astonishingly close. I haven't played such a fast, furious, engaging game in a very long time – in or out of the arcade. T2K is the game that makes me very glad I own a Jaguar.

In the next few paragraphs I will try to outline the gameplay and features of T2K and give you an overall view of what this incredible game is all about. I'm assuming that most readers are familiar with the general idea and layout of Tempest. If you're not, get to an arcade – Tempest is a game you really have to play to understand.

Four Ways to Play

Tempest 2000 lets you select from four different games. They are:

TEMPEST TRADITIONAL: This is a very fine port of the 1981 arcade classic. If you're over 16 and have never dropped quarters in a Tempest machine, I'm sorry – your childhood has been seriously deprived. Traditional is identical to the arcade version, with a few exceptions: a multi-colored, moving starfield behind the webs, the incredible techno-rave soundtrack, and the "follow-cam". The later of the two can be turned off, but the starfield is permanent. Most importantly however, the game-play is very much like the arcade version and that, of course, is what matters.

TEMPEST PLUS: A souped-up version of Traditional. Plus adds snazzier explosions and some filled polygons to Traditional's all-vector look. The web, music, starfield and levels are all the same, though. The most notable addition to Tempest Plus is the ability to play solo, cooperatively with another player (both players' blasters are on the same web), or with the assistance of an A.I. Droid. The droid is a little spinning cube that hovers and circles over the web, constantly firing at the bad guys. This is a great option for first-time Tempest players, as it allows them to get used to the game controls without having to worry about every last baddie coming up the web.

TEMPEST DUAL: This is the two-player, head-to-head version. Two webs sit side-by-side, stationary on

the screen. The basic idea is that player one (left side) is looking down the opposite end of player 2 (right side). Each player has a mirror in front of their blaster that will send the opponent's fire flying back at them. This mirror is always active – except, of course, when you're firing.

Add to this the problems posed by a purple flipper generator located in mid-web. (FYI, flippers are the four-legged "crawlers" – the standard enemy in Tempest) The flipper generator... generates flippers! It makes two kinds of flippers – red ones that move toward player one's end, and blue flippers that move toward player two's. The generator cannot be destroyed, but it can be "pushed" away from you (and closer to your opponent), by shooting it. (Hint: If your opponent seems committed to firing at you, try to stay in the corridors that contain the flippers that are chasing you, so your opponent's shots will take out the flippers.)

On top of all this, certain levels have what appears to be an A.I. droid-like cube in mid-web which moves back and forth down the web. This cube's not anybody's friend though, since when it reaches one end of the web or the other, that player's blaster gets fried. I can't say much more than that since I just got my second controller yesterday and haven't had a lot of time to play Dual.

TEMPEST 2000: The game to be playing. T2K is the ultimate rendition of Tempest; It does not disappoint. The first thing you'll notice are the shaded webs – beautiful, vibrant, color-cycling gradients that scream "Go home!" to 8-bit color. Next you'll find the power-ups; what's this – things coming down the web that I want to catch? Yes indeed, power-ups will grant you particle lasers (a necessity), bonus points, jump enabling (the ability to momentarily jump off and away from the web), a handy A.I. droid (good for one level only), and the all important bonus warp token. (Warp token, what's that?)

Hold on, because before you see any warping at all you'll be encountering new forms of baddies. That's right, in addition to your standard fare of flippers, spikers, fuseballs, and tankers, Tempest 2000 is also endowed with mutant flippers (silver-colored, faster and much more dangerous), mirrors (like what you use in Tempest Dual, except not on your side), demon heads (just what they sound like – shaded polygon faces that come after you), and UFOs (you have to jump to nail these guys as they circle around the web). The extended menu of enemies means more variety and more difficulty, too.

Now we come to the warp stages. There are supposedly three different types of warp stages, of which I've come across only the first two. You can only get to a warp stage in Tempest 2000, and only by first collecting three warp tokens. Warp stages can help you along as you play, giving you bonus points, free lives and jumps to new levels.

The first stage is portrayed in many of the T2K screenshots – rings of triangles with a scrolling "river of fire" above them. The basic goal is to direct yourself through all of the rings – much easier said than done, as the controls are extremely sensitive here.

The second warp stage looks rather similar to the revolving tunnel

of color familiar to many Dr. Who fans. The goal here is to follow the green path. Again, much easier said than done. You'll want to get back to the game before too long.

Playing with a Perspective

All of the versions of Tempest allow you to choose how you see the game. The default is view with a "follow cam." As your blaster moves around the web, the "camera" follows – thus your orientation to the web is constantly changing. Using the keypad, you can choose two other perspectives: Zoom, a closer-in version of the follow-cam, and Arcade, where the web remains stationary in the middle of the screen.

I'm glad Atari included these options for two reasons. First, it allows one to play Tempest Traditional just as in a true-to-the-arcade fashion; and second, because changing perspective can be a valuable tool – especially on trickier levels.

A Soundtrack to Die For

No, I'm not kidding. If you've heard anything about Tempest 2000, you've surely heard mention of the "outstanding soundtrack." Well, outstanding may be putting it a bit mildly. Pausing the game and just listening, you'd swear you were listening to a CD of house music. The instruments sound fantastic, the samples are clean and very cool, and beat is nothing but addictive. There have been rumors circulating that Atari is releasing a CD of the music they couldn't include with the game. When I heard this I was rather skeptical at first, but I am no longer. If this "extra" music matches up to what's on the cart, then there's no reason Atari couldn't or shouldn't release it. [Editor: It's not a rumor. Current plans are set to release this audio CD!]

Of course, the best part about the T2K's soundtrack is that it simply makes the game ROCK. With the joypad and buttons flipping fast and furiously in your hand, the music simply pumps you up. Add some headphones and you're fully prepared to enter "the zone" and become completely oblivious to the outside world.

Wrap-Up

If you haven't figured it out by now, I really like this game. I've heard a few comments about screenshots being "unimpressive," and I would have to agree, because no static screenshot can even begin to capture all the action in this game. The key word here is motion; everything is constantly moving – your blaster, the web, the baddies – all while vector balls are exploding around and whacked-out text is zooming through you. Of course, during all of this, you've got the web color-cycling and the starfield going nuts with all sorts of different patterns in the background.

There you have it. I feel quite safe in saying that every Jag owner who likes high-speed, high-action games will own a copy of Tempest 2000. This is a game that could *easily* stand on its own in an arcade – especially since it sounds better than most coin-ops out there! This is the kind of game I bought my Jag for; Atari has clearly given the gaming world a product to admire. If they can keep this up, the future looks very bright for the Jaguar indeed.

ExtenDOS:

CD-Rom made simple

by Daniel A. Galant

It was a long dark tunnel. How I had gotten there I'm still not sure. I suppose I made my way in one step at a time. Oh, there were signs of course, warning me that this might not be the best route to take, but like so many others, I paid no attention to them. I ventured farther into this place, all the while sure that there would be an end soon enough. Sure that light would once again shine down upon this road.

Oh, there were side tunnels of course. Other paths that indeed had light gleaming from their ends. But those trails were fraught with pits and barricades. The effort needed to use them in order to escape the darkness proved to much and so, once again, I found myself within the dark.

Why didn't I turn around? Why continue on this road when I could, like so many before me, abandon it and take one of those other, more traveled and well lighted highways? I had come too far and learned too much to simply set it all aside and begin again. I had my scratches and my scares. I didn't want to go through all that again.

But then it happened. I came to a corner, like many corners before. Perhaps this would be the one. Perhaps this time I would see the end. I did. There up ahead, like a much awaited friend, it beamed—light.

At first I was skeptical. I did not trust what lay before me. But I began to move towards it anyway. Could this really be the way out? I dared not get my hopes to high in case this proved to be just another dead end. Still I walked expectantly towards that light.

ExtenDOS, the light at the end of the CD-Rom tunnel is just what it makes itself out to be; a simple to use, simple to configure, efficient driver for CD-Rom access. Now we too can load CDs full of picture files, clip art, sound files and much more. Any CD that is formatted for the PC Dos platform which contains files in a format usable by your Atari can now be accessed through ExtenDOS.

What does ExtenDOS do? Through the use of a small program placed in your auto folder, a device driver and a configuration file, ExtenDOS lets your system know that you have a CD-Rom drive attached, (if you actually DO have one) and allows you to then treat it as you would any other hard drive partition, except you cannot write to it. Insert a CD, load files, put in a new CD, load more files. Its really that simple. and not gunk up the system. Why ExtenDOS? That too is simple. We needed it. MetaDOS, another attempt to use CD drives had trouble reading many of the CDs that are available. MultiTOS, another way to access the CD-Rom simply puts to

much overhead onto your system and has to many incompatibility problems to make it a really viable answer for my tastes. That left the door wide open for a driver that could read CDs well and not gunk up the system.

So far, ExtenDOS has performed wonderfully on all the tests I have given it. It can read all the CDs I have tried, puts very little strain on the system and hasn't caused any major incompatibility problems. Is it the perfect answer? No, but its close.

The major problem with ExtenDOS is that it does not support Photo CD. I have managed to get around even that hitch however with a little program called Toshiba2. When placed in the auto folder after ExtenDOS it allows me to get at my Photo CD files while inside of Calamus SL and that's good enough for me.

Another problem that has been caused by ExtenDOS is minor, but annoying none the less. For some reason while running under Geneva, the wonderful multitasking environment put out by Gribnif Software, ExtenDOS causes Aladdin, a telecom package for accessing GEnie, to be unable to find its files. Weird eh? Other than that, I have yet to find a problem with ExtenDOS and have been enjoying the freedom it gives me as regards access to my CD collection. My hat goes off to Roger Burrows, the creator of this much needed software.

To get your copy of ExtenDOS, (and if you use or are planning on using a CD-Rom drive I suggest you do get it) send a check or money order for $19.95 payable to:

Anodyne Software
6 Cobbler Court
Ottawa
Ontario K1V 0B8
Canada

April's Meeting to be held Tuesday the 5th at

Mary's Pizza Shack
1420 Contra Costa Bl.
Pleasant Hill.

Pizza · Pasta
Beer · Soda

Thought for the Month

What is an occasional table doing when its not occasionaly being a table?

Amnesty SL

by Nathan Potechin

Dateline: March 28, 1994

Last week I received issue No. 90, the February /March 1994 publication of FEEDBACK, an Atari user group magazine published by the Adelaide Atari Computer Club. I read it from cover to cover, always interested in things happening in Australia as I rarely have the opportunity to drop in and visit around those parts (small understatement) ;-).

On page 10 was an article entitled "Rise and Fall of Atari Oz". I had already heard many of the details via private email on GEnie from a few friends in Perth and Sydney. Regardless, I found the article quite informative.

One paragraph in particular though, caught my eye. On the top of page 12 it says: "Calamus SL is light years beyond anything on any other platform but does it sell well in Australia? No! Pirate copies outnumber legitimate versions 10 to one." Ouch!

My pleasure at the compliment to Calamus SL was eclipsed by my chagrin at this glimpse of the reality of being a software publisher. Just perhaps, I thought to myself, I can actually do something about this! It's tough enough running a business with serious software on the Atari platform without giving up 9 out of 10 potential sales to pirates. It's also hard in light of Atari's lack of commitment to their own computer division, says I, as tactfully as possible. I am determined to bring these people into the fold as it were, or at least offer them that opportunity.

With that in mind I fired off a letter to FEEDBACK offering their readers a thing or two. Concentrating further on the very concept, it occured to me that I would be doing DMC a grave injustice if I didn't make the same offer through all Atari publication's in North America. I immediately sat down to write this letter to all and sundry.

I have a message to deliver and perhaps the three hard copy Atari magazines in North America: Current Notes, ST Informer and Processor Direct as well as Atari Explorer Online, can assist us in delivering that message to a larger audience.

My message is fairly straightforward and should come as no surprise to many of you. Simply put, it's tough supporting a serious computer product on the Atari platform today. I'll guess that it's been over 2 years since Atari sold anything approaching a viable level of computers, one that would actually justify new product development!

That said, "So what!" says I. We have an excellent product in Calamus SL. We continue to support it, update it, upgrade it, add new modules and basically ignore the reality of Atari Corporation's computer division in favour of the needs of our own well-established customer base.

We all know that some people have chosen to leave the Atari platform but I know for a fact that many have stayed because of products such as Calamus SL. We are told so by our customers daily. At DMC, every single customer is important. The larger, stronger and broader the user base, the better off we will all be.

Of course reality does rear its ugly head every now and then which is why DMC will soon release the Windows NT version of Calamus, for all those non-Atari types. I heard they were starting to feel deprived or something. ;-)

In that vein, if you own an illegal copy of Calamus SL, I want you to go legit! No more hiding that pirate copy. If you use Calamus SL, please, buy the real thing. I'll assume you have at least a few megs of RAM and either an Atari monochrome monitor that handles 640 x 400 or a multi-frequency monitor that does at least 640 x 350. Calamus is compatible with all graphics cards in 1, 4, 8, 24/32 bit as well.

As we continue to develop and support Calamus SL and new modules are released, it is imperative that we reach out to as many people as possible so I'd also like to address all non-Calamus Atari DTP program owners at the same time.

It is quite common, for example, to find those interested in desktop publishing with both Calamus SL and Pagestream. I extended an offer to Pagestream customers online some time ago but I never did go direct to all Atari publications. It's time.

For all those with a pirate copy of Calamus SL, stand up, put the past behind you. For all those with any other desktop publishing software on the Atari platform, i.e.; Pagestream, Fleet Street, Publisher ST or even Deskset II, I'm making it as easy and as cost-effective as I can for

you to also obtain the best desktop publishing software on the Atari platform and arguably one of the best in the world on any platform at any price. It's time!

On behalf of DMC, I am proud to announce a special offer for all those without Calamus SL who are desktop publishing on the Atari platform. Effective immediately, DMC Publishing will offer those of you that currently own Pagestream, Fleet Street, Publisher ST or Deskset II, the option of also obtaining Calamus SL. Keep your copy of whatever you are now using while expanding your possibilities with Calamus SL.

Upgrade and Amnesty Offer

DMC will upgrade any other Atari DTP program to Calamus SL for US $200.00 or $260.00 CDN. (A pirate version of Calamus counts during this one-time offer. This amnesty will not be repeated).

Simply put, I am offering you the exact same upgrade price that I offered to my own Calamus 1.09N customers. I think you'll agree that I cannot do better than that. Please take advantage of our offer. You will not be sorry.

To order, send DMC a photocopy by mail or fax of your original DTP program disks from whichever program you are using, (a screen snap shot of your Calamus info screen located in the top left-hand corner of the program if you have a pirate version or just mail in the disk) your name, address, telephone number and a listing of the computer equipment that you own, plus the upgrade fee of US $200.00, or $260.00 CDN. and $10.00 for shipping and insurance in North America. Payment made be made by Visa, Mastercard or Money Order in Canadian or US dollars by telephone, fax or email.

DMC recognizes that you can become comfortable using a program. Further, we acknowledge that there are many excellent features in other DTP programs which may be of value to you. We do not ask you to trade in your original disks. Keep them. We're confident that once you learn Calamus SL you'll never look back! This offer, extended to all Atari computer owners in North America, will expire May 30, 1994 and will not be repeated.

Calamus SL

As was anticipated, the new modular design of Calamus SL has become the centre of a powerful and ever-expanding universe of desktop publishing tools.

The standard Calamus SL *package contains:*

- A 600 page manual
- Four program disks with 12 standard modules:
- Clipboard Module
- Page Module
- Frame Module
- *Text Module*
- Text Style Module
- Line Module
- Raster Area Module
- Document Converter Module
- System Parameters Module
- PKS-Write Module
- Raster Generator Module
- Focoltone Module
- Printer Driver Generator Utility

The above, along with the main Calamus SL shell, contains over 1,000 features!

For those of you familiar with Calamus 1.09N, new features and powerful enhancements from Calamus 1.09N to Calamus SL include:

The ability to accept modules, internal or third party. The ability to process and pre-process large passages of text with speed and precision. Extended raster control with freely definable raster angles and widths. Intensity and contrast can now be corrected, while an integral histogram allows you to optimize an image for your output device.

The PKS-Write Module provides standard word processing functions plus the ability to edit layout information. The addition of Cache and Virtual Memory speeds up and extends memory-dependent functions. Create hundreds of macros, each assigned to a definable key binding which can be saved and automatically installed in each work session.

- Open up to seven documents at a time.
- *Cut & paste* to our new scrolling clipboard.
- Create and assign master pages (style sheets).
- Create and save text style lists.
- Expand, compress and skew text.
- Rotate and mirror frames, including group frames.
- Control frame placement and size to (7) seven decimal places.

- Print parts of pages (tiling).
- Define more than 16 million colours and save in colour lists.
- Set units of measurement for pages, fonts and lines.
- Choose write modes: transparent, opaque and inverse.
- Align frames to other frames.
- Define vertical alignment settings.

DMC brings "WYNIWYG" (What You Need Is What You Get) to desktop publishing. The modular concept means that you purchase exactly what you need today, with the knowledge that additional modules are available when you require them. Your choice is now easier and more economical, since you will be purchasing specialized modules, rather than entire packages.

Currently, more than a dozen modules and scores of drivers are available for use with Calamus SL. We will publicize the availability of new modules, drivers and upgrades through our normal Customer Support channels, as well as through periodic mailings to our registered users and press releases to all serious Atari publications.

Sincerely

Nathan Potechin—President

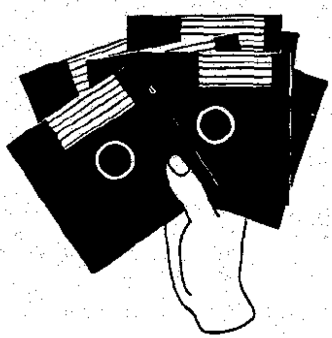
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[Editors Note] As a long time user and promoter of Calamus Sl, let me simply add my voice to that of Mr. Potechin's. The above stated offer is quite a good one and although for some of you, $200 sounds like a tidy sum, (and it certainly can be) when you compare it to comperable software on other platforms, it's a steal. For those of you who use Pagestream, this is a good time to give SL a serious look. You don't have to abandon everything you're familiar with, you simply get to add to your arsenal the tools that Calamus offers you.

DMC has been providing wonderful customer support to the Atari family for years. I don't always agree with what they may do, and I've had my run-ins with them as well. But what they supply for free, you couldn't afford from a Mac or PC developer. Give this offer a sound look over and if you should have any questions about the software, give them a call or call me. I'd be happy to tell you what I can.

Eight Bit Corner



by John Dickerson

I had a blast at the Sacramento show. Even though there was very little 8-bit support, I enjoyed talking with many friends, both old and new. I met the president of an 8-bit club in Fresno which has 49 members and is growing! I was very impressed to see 8-bit programs running on an IBM (more on that later). And I spent quite a bit of time making up a special DACE card game disk and we didn't sell a single one! But we did sell $27 worth of ST Ma Jong disks. Thanks Arlyn and Larry!

The show was easy to get to and there was convenient free parking. The museum is worth seeing and is included in the price of the ticket. There was lots of ST software going out the door at very reasonable prices. Sacramento is only an hour away and this is a good opportunity to carpool with friends and talk Atari on the ride up. I would advise anyone who has an Atari to attend this show next year.

In my last column I talked about the PC Xformer scheduled to be released this spring. At the show, I got to see the product in action and talk to the developer. It will be a software 8-bit emulator which will be loaded into your PC. Then transfer non copy-protected files from your 8-bit to the IBM via an SIO to PC cable and install them on the hard drive. Then you can run the whole lot from Windows! Actually I'm a little unsure of the actual mechanics of all this as I don't know anything about IBM's but I did see a bunch of 8-bit stuff working just fine on a PC. Interestingly, the graphics seemed a bit blocky on the fancy monitor.

I could use a notebook computer and it would be great if I could copy my Synfile data files to it to access as needed when away from home or office. I don't like the features or price of any available now, but I bet that in a few years they will be much

better and cheaper. The new passive matrix screens from Mo torola/In Focus and better battery technology will revolutionize these products. I would be willing to spend several hundred for a portable 8-bit!

If you write the company now, you will be put into their database for future announcements. The address is Branch Always Software, 14150 NE 20th Street, Suite 302, Bellevue, WA 98007. It's going to be a few months yet before the product is completed. The owner of the company is a full time programer for Microsoft and this is his spare time project. I think most of the work to be done yet involves such excitiong stuff as keyboard commands. He is thinking of charging around $30 when it is completed.

The big news in my computer life is the Newell 1-meg upgrade I got for Christmas. Combined with my two 3.5″ drives and MyDos I feel very powerful! I made up a boot disk with AtariWriter, Bob-Term, Arc, Unarc, DiskCom, Vtex, Turbo Basic and other programs I often need and they are automaticly loaded into ramdisk upon bootup. Then I just enter and exit programs from ramdisk as I need them. A large ramdisk is also very handy for making up disks of the month, arcing and unarcing, copying files, and uploading and downloading. It's all very simple and with over 8000 sectors I really don't have to worry about running out of room!

I am especially enjoying the patched version of AtariWriter for MyDos with which I am writing this article. I can switch from AtariWriter to MyDos and back, although I do need to run a "clear" program before I reenter AtariWriter. AtariWriter still uses only the three memory banks that a 130XE uses but with MyDos I can use the ramdisk and the full 5000+ sector double sided double density of my 3.5″ drives. The fellow currently working on this program is Brad Rand, 255 Falmouth Road, Falmouth, ME 04105-2005. Drop him a line, he'll be glad to hear from you.

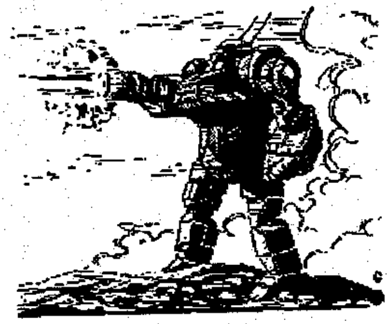
Here is the nifty new program of the month. It's a 12-sector menu that runs both basic and binary files and displays .DOC files. You can even edit the header! Why didn't someone do this 10 years ago? Written by J D Casteen and used on some of the later BellCom disks, the program that makes this menu is now available as CREATER.ARC on Inside the 8-bit West BBS at 510-895-8022. Look for it on an upcoming disk of the month.

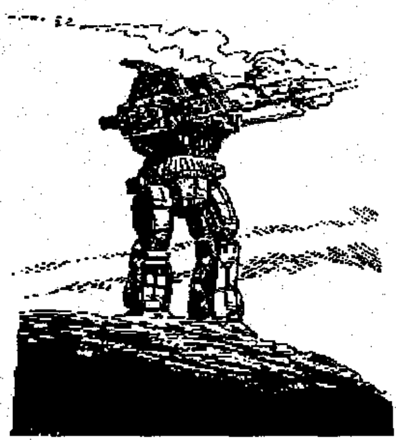
DOM Contents

by Daniel A. Galant

Well, here it is another edition and again I have no idea what to tell you will be on the disks. You see, I havn't been told yet. Larry is busy scouring the BBS waves and underground scavengers looking the very best utilities, games or whatever he can find. Come to the meeting and see it all for yourself, first hand. Find out, right along with the rest of us, what we'll be charging you four buck for this time.







Whats NekST...?!

Good queSTion. To tell the truth, we have no idea even at this time. If you have something you'd like to bring up, please do. There will be some talk of the Sacramento Expo and feedback from those members who attended. We also have some Sac Expo mugs to be raffled off. These were very popular items last year and will be again this year.

Once again let me remind you that the meeting will not be held on Thursday as normal. Instead, April will see us gathering on Tuesday the 5th at Mary's Pizza Shack in Pleasant Hill. The address and phone number are listed elsewhere, so I won't bore you with that info again here. I will, however, remind you that food and drink will be available for purchase.

We will have our monthly raffle as well as DOM's for sale. The raffle will feature the aforementioned Sacramento Expo mugs and two copies of Diamond Back II, donated by Oregon Research. Diamond Back III will be hitting the streets very soon now, so here's your chance to get it for the price of an upgrade. And knowing how cheap Atari owners are, it sounds like a deal to me. In these days of ever increasing hard drives, it's silly not to have a good back-up program to protect your investment.

Be on the Lookout...

Hopefully for our May meeting the folks from Compo Software across the bay will be coming and showing off some of their fine products. For those of you unfamiliar with just what those products are—here are a couple of them:

Studio Photo: A complete retouching program that can manipulate all types of images, from monochrome to 24-bit. It is also resolution and display independent. You may use it with any monitor, at any resolution, with any number of colors.

That's Write 3: A professional word processor with all the basics you'd expect and lots more. Cut and Paste, Search and Replace, Footnote/Endnote, Automatic Indexing, Spell checking, Multiple Fonts, load Image files, define your own macros, and many other features make this program worth a serious looking over. Furthermore, That's Write 3 runs on most any Atari set-up, including mine!

So mark your calendar and plan on attending in May to see how these programs really work and learn from the masters. Who knows, maybe we can con them in to throwing a copy into that months raffle.

March 1994

S	M	T	W	Th	F	St
		1	2	3 General Meeting	4	5
6	7	8	9	10	11	12
13	14	15	16	17 Officers' Meeting	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

Useful Phone Numbers

President
Daniel A. Galant (510)689-8256
Vice President
Larry Mangum (510)689-5160
Secretary
Jack Garrett (510)798-8466
Treasurer
John Dickerson (510)837-3783
Program Chairman
Daniel A. Galant

8-bit Disk of the Month
Larry Mangum
16-bit Disk of the Month
Larry Mangum
The Paladin's Temple II (BBS)
Sysop: Draiden Bansted
300/1200/2400 baud
(510)372-9039
Official DACE BBS
located in Martinez

DACE Page

April 1994

S	M	T	W	Th	F	St
					1	2
3	4	5 General Meeting	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21 Officers' Meeting	22	23
24	25	26	27	28	29	30

Special Notice

Please note that Aprils meeting has been changed to Tuesday the 5th. It will be held in the back room of Mary's Pizza Shack located at 1420 Contra Costa Bl in Pleasant Hill. Bring money as food and drinks are available.

The DACE Desktop

1618 Merian Dr
Pleasant Hill, Ca 94523

To

Postamster: Address correction is requested